

Sub  
D1

1. (Twice amended) In a graphics system, a computer-implemented method of rendering a graphic primitive, the graphic primitive having a plurality of sides that define the edge of the primitive, the method comprising:

- determining a channel value for each of a plurality of vertices of the primitive;
- selecting an interior point within the graphic primitive;
- selecting at least two side points located on a side of the graphic primitive;
- determining an interpolated channel value for each of the at least two side points; and
- determining a channel value at the selected interior point by interpolation from the interpolated channel values of each of the at least two side points.

C1

2. (Twice amended) The method of claim 1, wherein:

determining the interpolated channel value for each of the at least two side points further comprises performing linear interpolation using an interpolation engine to determine the interpolated channel values of the two points.

3. (Twice amended) The method of claim 1, wherein:

determining the interpolated channel value for each of the at least two side points further comprises performing perspective interpolation using an interpolation engine to determine the interpolated channel values of the two points.

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D2  
8. (Twice amended) An electronically-readable medium storing a program for  
permitting a computer to perform a method comprising:

determining a channel value for each of a plurality of vertices of the primitive;

selecting an interior point within the graphic primitive;

determining an interpolated channel value for each of at least two side points;

and

determining a channel value at the selected interior point by interpolation from  
the interpolated channel values of each of the at least two side points.

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D6  
15. (Twice amended) A system for rendering a graphic primitive in a graphics system,  
the graphic primitive having a plurality of sides, the system comprising:

a channel value input device configured to determine a channel value for each of  
a plurality of vertices of the graphic primitive;

C3  
a point specifier, coupled to the channel value input device, configured to select  
a point within the graphic primitive; and

an interpolation engine coupled to the point specifier and to the channel value  
input device, configured to determine an interpolated channel value for each of at least

C3  
CONT.  
two side points, and further configured to determine a channel value at the selected point by interpolation from the interpolated values.

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Please add the following new claims:

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28. (new) The method of claim 1, wherein:

determining a channel value further comprises performing linear interpolation using an interpolation engine to determine the channel value of the selected interior point within the graphic primitive.

C4  
29. (new) The method of claim 1, wherein:

determining the channel value further comprises performing perspective interpolation using an interpolation engine to determine the channel value of the selected interior point.

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